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## **PROFILE**

I am a VFX artist, focusing on creating stylised animated effects through the use of technical procedural workflow. I love to utilise my skills to effectively support the rest of the team in storytelling. I like challenges and problem-solving, and I am excited to join a team of passionate artists to create magic on screen.

### SUMMARY OF SKILLS

### **Dynamic Simulation/Effects**

- Ability to use Pyro, Particles, Flip fluids, Rigid Body Dynamix, Vellum, MPM and other procedural effects.
- Experienced with Bifrost, Kuakatowa, and Particle in Maya.
- Experience in both Niagara and Houdini for Unreal Engine projects.

### **Effects Integration, rendering and Compositing**

- Ability to light, texture, and integrate realistic effects into live action sequences.
- Using customised shaders and manipulating timing to create various stylised effects.
- Experience rendering in Karma, Redshift, Vray, and Arnold.

## Procedural Modelling, Environment building and Lookdev

- Efficient in building assets procedurally and turning them into user-friendly tool on demand.
- Proficient in building and look-develop scalable environments using Houdini Highfields.

## **Collaboration and Flexibility**

- Driven and passionate in work environments, determined when facing challenges.
- Unafraid to share feedback in group discussions and able to take in advice and apply notes quickly.
- Able to pick up new software quickly and apply it to new pipelines, and always eager to learn and grow.

### **EDUCATION**

Gnomon School of Visual Effects, Games & Animation

North Hollywood, CA, USA BFAs in Digital Production April 2022 - June 2025

### **Academy of Interactive Entertainment**

Ultimo, NSW, Australia + Online distance study 3D Animation Foundations - CUA20220 April 2021 - Oct 2021

## **SOFTWARE SKILLS**

#### Houdini

Dynamic Simulation Karma / Solaris Copernicus Vex Scripting HDA/Tool Building

### Maya

Krakatoa Phoenix FD

#### Unreal

Niagra

### Rendering

Karma Vray Arnold Redshift

#### Compositing

Nuke Davinci Resolve Adobe After Effects

# AWARD/ RECOGNITION

**Gnomon Best of term** 

- Winder 2025

Animation and Scene

The Gnomon Scholarship Award for Artistic Excellence 2022

### **LANGRUAGES**

**English**/Fluent **Madarin**/Native

#### Interests

Travel & Adventure activity, 2D&3D Puzzle, Ice Skating, Snowboarding